

LOADING INSTRUCTIONS

This program requires 16K RAM. NOTE: Extended Basic is NOT required.

TAPE - Place the tape in the cassette recorder and ensure that it is fully rewound. Type CLOADM press <PLAY> and then press <ENTER>. Then type EXEC and press <ENTER>.

LOADING ERRORS.

FM ERROR - If you encounter an FM error, you have probably tried to load the program by typing CLOAD or you are typing RUN to start the program. You MUST use CLOADM and EXEC with a machine language program.

ID ERROR - If you receive an ID error message, try loading the second copy of the program.

SPACE RACE.

This quality arcade game has been written in machine language and has high resolution colour graphics and a great sound.

DIFFICULTY LEVELS - Choose a skill level 0-15 (Note level 15 is the most difficult game).

CONTROL OPTIONS - You may use either the RIGHT JOYSTICK or the KEYBOARD to manoeuvre the ship and to fire.

KEYBOARD INSTRUCTIONS:

RIGHT ARROW = SHOOT
1 = ROTATE LEFT
-CLEAR = REVERSE
LEFT ARROW = THRUST
2 = ROTATE RIGHT

NEW GAME - Press the FIRE button or press (Y) on the KEYBOARD.

PLAYING SPACE RACE.

Move your ship around the four cornered "race track" in space, while destroying hordes of alien ships: Collectors, Swarms and Berserkers. As you fly around the race track bouncing off the walls, watch out for the mines that have been laid by the Swarms.

ALIENS	POINTS	MOVEMENTS
Mines	25	Static
Collectors	200(first hit)	Float at random
Collectors	100(last hit)	Floats at random
Swarms	400	Chase you slowly
		Fires Missiles
Berserkers	600	Actively chase you
		Fires Missiles

When a Swarmer is killed, a Collector will become a Swarmer, and if a Swarmer is left alone for too long it will give birth to a Berserker which immediately attacks you.

BONUS SHIP - You will start each game with FOUR ships and you will be awarded a bonus ship every 10,000 points. The number of ships you currently have is shown at the bottom right of the screen. You may only accumulate a maximum of FIVE extra ships. Each time you are awarded an extra ship the skill level increases by TWO.

HIGH LEVEL ATTACK WAVES - The game will get harder each time you clear the screen. At higher level attack waves the Collectors must be hit twice to be destroyed. One hit is indicated by a hole in the Collector's middle and the second hit will vaporise. At an even higher level the "race track" will disappear from the board.